

plurality of decode units 66 are each associated with one of decode queues [65] 64.

Decode units [64] 66, in turn, feed a pixel sync 68 which provides decoded pixel outputs.

Decode units [64] 66 can be associated with processing packets for particular interleaved lines, as shown. Decoder system 60 can be implemented to process a bitstream parallelized using fixed-length packets or using variable-length packets. As above, for fixed-length packets, each decode queue 64 and decode unit 66 pair can be associated with particular lines (e.g., 0, N, 2N, . . .). For variable-length packets, each decode queue 64 and decode unit 66 pair can be associated with particular components and component types (e.g., 0, N, 2N, . . .).

In the claims:

Please add new claims 27-33 as follows:

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27. A method for parallel compression of graphic data, comprising:
separating a bitstream into a plurality of scan lines;
encoding each scan line into a plurality of blocks using a lossless compression algorithm; and
constructing at least one packet containing at least one encoded block.

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28. The method as recited in claim 27 wherein the lossless compression algorithm comprises differential pulse code modulation.